### Leo Colón UN team USA Chaffee Cavalry Co. 105 pt

Bulge: American Force
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<b>.</b>			
Support		U.S.	41
M7 Priest Artillery Battery	LU121	8	
3x M7 Priest (105mm)	8		
M4 Sherman (Late) Tank Platoon	LU182	12	
3x M4 Sherman (late 75mm)	12		
Hussars Challenger Armoured Troop (British Allied Unit)	LB185	21	
3x Challenger (17 pdr)	21		
M24 Chaffee Cavalry Tank Company		U.S.	60
M24 Chaffee Cavalry Tank Company M24 Chaffee Cavalry Tank Company		U.S.	60
	8		60
M24 Chaffee Cavalry Tank Company	8 LU198		60
M24 Chaffee Cavalry Tank Company 2x M24 Chaffee		8	60
M24 Chaffee Cavalry Tank Company 2x M24 Chaffee Veteran M24 Chaffee Tank Platoon	LU198	8	60
M24 Chaffee Cavalry Tank Company 2x M24 Chaffee Veteran M24 Chaffee Tank Platoon 5x M24 Chaffee (75mm)	LU198 19	19	60

5X M24 Charree (75mm)	19	
M8 Greyhound Cavalry Recon Patrol	LU174	5
2x M8 Greyhound (37mm)		
1x Jeep (MG) (LU107)		
1x Jeep (60mm) (LU107)	5	
M8 Greyhound Cavalry Recon Patrol	LU174	3
1x M8 Greyhound (37mm)		

1x M8 Greyhound (37mm)
1x Jeep (MG) (LU107)
1x Jeep (60mm) (LU107)
Veteran M8 Scott Assault Gun Platoon (from CC)

Bulge: American Command Cards
Lucky
Command Card Lucky

Sherman Crocodile Flame Tank Platoon Command Card Sherman Crocodile Flame Tank Platoon

• Total M4 Sherman (late 75mm) tanks: (3 selected)

Bulge: American	Jnit Count: 11	Total Points: 105
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3

6

1

1

LU170

### **Card List:**

Lucky

3x M8 Scott (75mm)

M24 Chaffee Cavalry Tank Company Sherman Crocodile Flame Tank Platoon

LB185 Hussars Challenger Armoured Troop

LU107 Jeep

LU121 M7 Priest Artillery Battery

LU170 Veteran M8 Scott Assault Gun Platoon (from CC)

LU174 M8 Greyhound Cavalry Recon Patrol

LU182 M4 Sherman (Late) Tank Platoon

LU184 M4 Jumbo

LU197 Veteran M24 Chaffee Tank Company HQ

LU198 Veteran M24 Chaffee Tank Platoon

### Pick List:

3 Challenger (17 pdr)

3

- 2 Jeep (60mm)
- 2 Jeep (MG)
- 2 M24 Chaffee
- 10 M24 Chaffee (75mm)
- 3 M4 Sherman (late 75mm)
- 3 M7 Priest (105mm)
- 3 M8 Greyhound (37mm)
- 3 M8 Scott (75mm)

### **LUCKY**

There are times in a game of football when all you can do is throw that Hail Mary pass and pray that it comes off. There are times in battle like that too.

Discard this card to re-roll any one die. The second result must be used.

US, Force, Limited

1 POINTS

### M24 CHAFFEE CAVALRY TANK COMPANY

The US Cavalry provided the eyes and ears of the US Army.

Your Force includes one M24 Chaffee Cavalry Tank Company, which is a Formation containing:

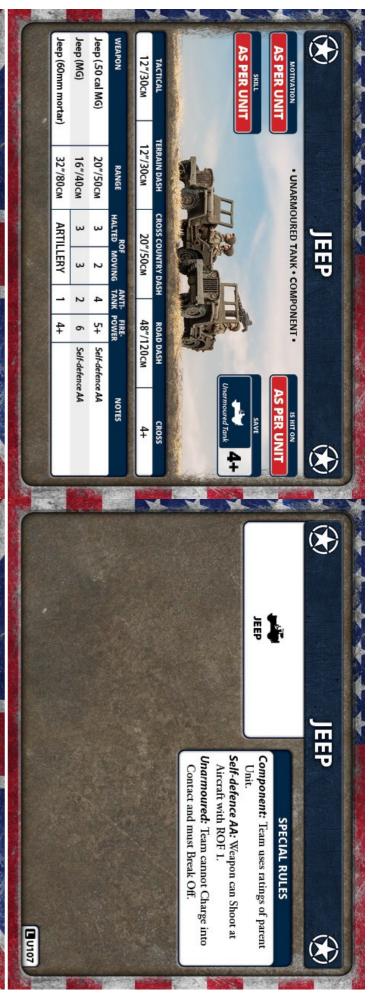
- 1 HQ Unit of 2x M24 Chaffee tanks from (LU197) for 8 points.
- 2-3 Veteran M24 Chaffee Tank Platoon (LU198)
- 0-2 M8 Greyhound
   Cavalry Recon Patrol (LU174), or
   M5 Stuart Cavalry Recon Patrol (LU231)
- 0-1 Veteran M8 Scott Assault Gun Platoon with 2 to 6 M8 Scott Assault guns from (LU170) for 2 points per tank.

US, Build, Formation, Limited

0 POINTS

### SHERMAN CROCODILE FLAME TANK PLATOON The 739th Tank Battalion operates the only four M4 Sherman Crocodiles in the ETO. This unit can only have 3 or 4 M4 Sherman (late 75mm) tanks. All Tank teams in this Unit have the following characteristics and additional weapon for +1 point per tank. Flame Tank Flame Tank Counterattack Assault HALTED MOVING WEAPON RANGE AUTO 6"/15cm Notes: Flame-thrower, Forward Firing Flame Tank: Team cannot Charge into Contact. Flame-thrower: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down if Hit. US, Build, Upgrade, Unit (M4 Sherman (late) Tank

Platoon), Limited













**■** U170

Brutal: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

Self-defence AA: Weapon can Shoot at Forward Firing: Weapon can only hit targets fully in front of the Team.

Smoke Bombardment: Once per game Slow Firing: +1 To Hit for Moving ROI can fire a Smoke Bombardment.

Time On Target: If Ranged In on the first attempt, Infantry Teams and Gur

**1**0121



# M4 SHERMAN (LATE)



M4 SHERMAN (LATE)











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### CROSS



### POWER **ROAD DASH** 20"/50cm 4

(75mm) M4 Sherman (late) (76mm) (1-+a)

36"/90cm 28"/70cm

12 10

3+

5

Self-defence AA No HE, Stabliser Smoke, Stabiliser

4

20"/50см

M4 Sherman (late)

WEAPON

RANGE

ROF HALTED MOVING

TANK

NOTES

10"/25cm

TACTICAL

TERRAIN DASH

**CROSS COUNTRY DASH** 

18"/45cm

14"/35cm

M4 Sherman (late) (.50 cal MG)

M4 Sherman (late)(MGs)

16"/40cm

## 4x M4 Sherman (late 75mm) 5x M4 Sherman (late 75mm) 20 POINTS

## M4 SHERMAN (LATE) TANK PLATOON

## 16 POINTS

Self-defence AA: Weapon can Shoot at

Aircraft with ROF 1

No HE: No HE targeting Infantry or Guns

SPECIAL RULES

adds +1 to the score needed To Hit

## 3x M4 Sherman (late 75mm) 12 POINTS

## M4 EASY EIGHT (76MM) OPTION

Stabiliser: +1 To Hit for Moving ROF. Smoke: Can Shoot Smoke ammunition

### M4 SHERMAN (LATE 76MM) OPTION Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (11/183) for +2 points each.

Replace any or all M4 Sherman (late

75mm) with M4 Sherman (late 76mm)

for +1 point each.

### JUMBO OPTION

Replace up to one M4 Sherman (late for +2 points, or M4 Jumbo (76mm) 75mm) with M4 Jumbo (75mm) (11184) (LU184) for +3 points.



# M8 GREYHOUND

CONFIDENT 4+

MOTIVATION

Counterattack

6

Scout

ETERAN

Scout Assault

10"/25cm

TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

16"/40cm

40"/100cm ROAD DASH

4

10"/25cm





IS HIT ON

M8 GREYHOUND













M8 ( .50 cal MG) M8 (37mm)

24"/60cm

RANGE

HALTED MOVING

TANK POWER

NOTES

20"/50cm

5+ 4

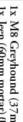
Overworked Self-defence AA

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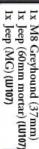
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1x Jeep (MG) (W107)

**5 POINTS** 

1x Jeep (60mm mortar) (LU107)









## M8 GREYHOUND CAVALRY RECON PATROL

Observer: Unit Leader can Spot for any friendly Artillery Unit.

SPECIAL RULES

Scout: Team can remain Gone to Ground Overworked: +1 To Hit for Moving ROF. while moving.

Self-defence AA: Weapon can fire at Aircraft with ROF 1.

Spearhead: Unit can move before the game to expand the Deployment Area

3 POINTS











**U** U197





No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1

Stabiliser: +1 To Hit for Moving ROF Smoke: Can Shoot Smoke ammunition

**■**U184

